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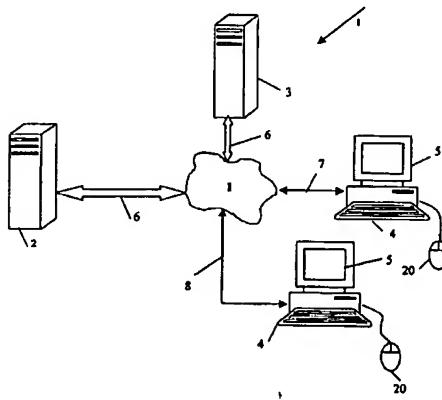
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(54) Title: SIGNALLING



(57) Abstract: A signalling system includes a gaming server operable under program control to regulate the progress of a multiplayer game in accordance with game play decisions made, in turn, by each of the participating players, a user terminal for each player, and a display monitor associated with each user terminal. Each user terminal is operable by a player to access the gaming server along a communication channel and to make game play decisions. Each display monitor is responsive to communication from the gaming server to display to a player an indicium, in the form of a graphic icon, representing a status of that player's participation in the game. The status is a pending state where that player is next in turn to make a game play decision, and a completed state where the player is not next in turn to make a game play decision. Each display monitor also displays a separate indicium for each participating player, each indicium representing a status of the participation in the game of a respective one of the participating players. Each graphic icon represents the status of a player's participation in the game by means of a colour, the pending state being represented by a red colour of the graphic icon, and the pending state being represented by a red colour of the graphic icon, and the completed state being represented by a green colour. Each graphic icon has a corresponding nameplate used for identifying a respective one of the participating players.

WO 2004/038635 A2